Michael Totten

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SUMMARY

Passionate software developer professional experience focused on applications and embedded systems. Excited to work with new technologies on an Agile team. Currently holds a Secret level clearance.

SKILLS

Programming Languages:	Java, Python, C#, C/C++, HTML, CSS, Bash, and JavaScript
Development Tools:	Visual Studio 2019, Git, Eclipse, Doxygen, Jira, Confluence, Bitbucket

PROFESSIONAL EXPERIENCE

◊ **Cubic Corporation**, San Diego, CA

Software Engineer 2020 Present

- Developed C# and Python software for Air Combat Maneuvering Instrumentation (ACMI) systems utilized by militaries around the world to train fighter pilots
- Automated testing with Bash and Python with scripts on Linux
- Designed and implemented state machines for embedded Live Virtual Constructive (LVC) radio systems using C/C++
- Created tools using C# and WPF for testing ACMI systems
- Involved in software design and architecture
- Led code reviews

Associate Software Engineer 2018 2020

- Drove development of graphical user interface for map-based Windows application
- Utilized WPF, C#, JavaScript and MVVM architecture
- Created over-the-air network emulation environment for embedded systems with LXC containers
- Collaborated with project lead to improve messaging application that uses Windows Forms
- Performed live demonstrations of products for customers

◊ **TARVOS Systems**, San Diego, CA

Software Engineering Intern 2017 2018

- Performed maintenance and updates for www.tarvos.com
- Conducted redundancy backups for secret data
- Optimized Java and C++ methods and functions for secret software
- Exposed to radio and Link16 software

EDUCATION

◊ **San Diego State University**, San Diego, CA

BS in Computer Science May 2018

- **Unity Game**: Developed a variation on an Aqua Ring game using UNITY, C#, and Blender
- **SIC/XE Parser**: Coded a parser, an opcode reference table, and a two-pass interpreter in C++ that produced a working listing file
- **C Shell**: Developed C Shell code in the C/C++ language that executes piping, takes multiple inputs and outputs, and performs forking, executing, and terminating child processes.